Arcadian Avenger*: LG M Outsider (Extraplanar, Good, Lawful)

HD: 8 (63 hp) **INIT:** +6
AC: 19 (T 12, FF 17) **SPD:** 30 ft., F 30 ft. (G)
ATK: Sword +8/+3 (1d8+3/19–20, good, lawful, magic) / +8 (1d8+1/19–20, good, lawful, magic); **or** sword +12/+7 (1d8+3/19–20, good, lawful, magic)
SA/SQ: Darkvision 60 ft.; blade rend* (+2d6 dmg if hit same enemy w/ both swords in same rd), elude chance* 3/day (next atk or save roll is natural 10), wrath* (1 min: +2 dmg after seeing ally fall)
SV: Fort +9, Ref +8, Will +7
AB: S 16, D 15, Cn 16, I 10, W 12, Ch 12
SK/F: Lis +12, Spot +12; Bal +13, Dipl +14, S Mot +12
POSS: 2 mwk longswords
CR: 6 **ECL:** 10

**Monster Manual V*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Champion of Dol Dorn: LN M Humanoid (Dwarf) Clr2/Ftr7

HD: 9 (96 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Sword +14/+9 (2d6+8/19–20, magic)
SA/SQ: Darkvision 60 ft.; dwarf traits, feat of strength 1/day (+2 Str, 1 rd), turn undead 4/day (+3, 2d6+3, 2nd)
SV: Fort +12, Ref +4, Will +6
AB: S 16, D 10, Cn 18, I 8, W 12, Ch 12
SK/F: Lis +1, Spot +3; Conc +9, Intim +11; Cleave, Gr Cleave, Intimidating Strike* (subtract up to base atk bonus from atk roll, add to Intim check to shake opponent on hit), Pow Atk
SPELLS: (CL 2nd) 1st—*bless, div favor, enl per, shld faith*; 0—*det mag* (2), *guid* (2). Domains: Strength, War
POSS: +2 *full plate*, +2 *greatsword, gauntlets ogre pow, pot cure ser*
CR: 9

**Player's Handbook II*

D&D ROLEPLAYING STATS Illus. Des Hanley

Delver Sergeant: LG M Humanoid (Human) Msh3*

HD: 3 (20 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 30 ft.
ATK: Sword +4 (1d8+2/19–20)
SA/SQ: Major aura* (swift, allies within 60 ft.: motivate urgency [spd +5 ft.]), minor aura* (swift, allies within 60 ft.: force of will [+2 Will saves], motivate Wisdom [+2 Wis-based checks])
SV: Fort +4, Ref +2, Will +3
AB: S 15, D 13, Cn 12, I 8, W 10, Ch 14
SK/F: Lis +3, Spot +4; Dipl +11, Surv +6 (+8 underground); Dodge, Mobil
POSS: +1 *leather*, longsword, *everburning torch*, 2 *pot cure lt*
CR: 3

**Miniatures Handbook:* Msh = marshal class

D&D ROLEPLAYING STATS Illus. Ron Spencer

Guard of Mithral Hall: LG M Humanoid (Dwarf) Ftr5

HD: 5 (47 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 20 ft.
ATK: Axe +10 (1d10+3/×3)
SA/SQ: Darkvision 60 ft.; dwarf traits
SV: Fort +7, Ref +2, Will +0
AB: S 16, D 13, Cn 16, I 10, W 8, Ch 10
SK/F: Lis +1, Spot +1; Intim +8; Dodge, Phalanx Fighting* (+2 AC, +1 Ref within 5 ft. of ally with Phalanx Fighting), Pow Atk
POSS: +1 *scale mail*, +1 *hvy steel shield*, mwk dwarven waraxe, 2 *pot cure mod*
CR: 5

**Complete Warrior*

D&D ROLEPLAYING STATS Illus. Carl Frank

Brass Golem*: N L Construct

HD: 16 (118 hp) **INIT:** +0
AC: 31 (T 9, FF 31) **SPD:** 30 ft. (can't run)
ATK: Axe +19/+14/+9 (3d6+10/19–20/×3, magic plus wounding) *and* gore +11 (1d8+2); **or** gore +17 (1d8+7)
SA/SQ: Darkvision 60 ft., low-light, scent; construct traits, DR 10/adamantine, imm magic (elec slows 3 rds, fire breaks slow and heals 1 pt/3 dmg), reach 10 ft.
SV: Fort +5, Ref +5, Will +7
AB: S 20, D 11, Cn —, I 3, W 14, Ch 7
SK/F: Lis +2, Spot +2; Surv +21 (+41 tracking designated foe or in own *maze*); Cleave, Gr Cleave, Imp Sunder, Pow Atk, Track
SPELLS: (Spell-Like Abilities; CL 16th) 1/day—*maze*
POSS: +3 *wounding greataxe*
CR: 10 **Monster Manual II*

D&D ROLEPLAYING STATS Illus. David Griffith

Deep Legionnaire (Svirfneblin): NG S Humanoid (Gnome) Ftr3

HD: 3 (27 hp) **INIT:** +0
AC: 21 (T 11, FF 21) **SPD:** 15 ft.
ATK: Pick +7 (1d4+1/×4)
SA/SQ: Darkvision 120 ft., low-light; +1 atk against kobolds and goblinoids, nondetection (as spell, continuous, CL 3rd), SR 14, stonecunning
SV: Fort +7, Ref +3, Will +4
AB: S 13, D 10, Cn 14, I 13, W 12, Ch 8
SK/F: Lis +3, Spot +4; Hide +0 (+2 underground), Intim +5; Earth Heritage* (+1 dmg if this creature and foe both touching ground, stability), Phalanx Fighting** (+2 AC, +1 Ref within 5 ft. of ally with Phalanx Fighting), Pow Atk
SPELLS: (Spell-Like Abilities; CL 3rd) 1/day—*blind/deaf* (DC 13), *blur, disg self*
POSS: Mwk banded mail, mwk hvy pick, *pot cure mod*
CR: 4 **ECL:** 6

**Planar Handbook*; ***Complete Warrior*

D&D ROLEPLAYING STATS Illus. Jeffrey Carlisle

Earth Mephit: N S Outsider (Earth, Extraplanar)

HD: 3 (19 hp) **INIT:** –1
AC: 16 (T 10, FF 16) **SPD:** 30 ft., F 40 ft. (Av)
ATK: 2 claws +7 (1d3+3, magic)
SA/SQ: Darkvision 60 ft.; breath wpn 1/1d4 rds (cone, 15 ft., 1d8, Ref 13 half), DR 5/magic, fast heal 2 (within earth)
SV: Fort +4, Ref +2, Will +3
AB: S 17, D 8, Cn 13, I 6, W 11, Ch 15
SK/F: Lis +6, Spot +6; Bluff +8, Esc +5, Hide +9, M Sil +5; Pow Atk
SPELLS: (Spell-Like Abilities; CL 3rd) 1/day—*soft earth/stone* (CL 6th), *summ mephit* (earth, 25%); 1/hr—*change size* (as *enl per*)
CR: 3
ECL: 6

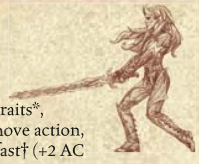
D&D ROLEPLAYING STATS Illus. Mike Dubisch

Guardian Naga: LG L Aberration

HD: 11 (93 hp) **INIT:** +2
AC: 18 (T 11, FF 16) **SPD:** 40 ft.
ATK: Bite +12 (2d6+7 plus poison); **or** spit +9 rg tch (poison)
SA/SQ: Darkvision 60 ft.; poison (Fort 19, 1d10 Con/1d10 Con), spit (30 ft.)
SV: Fort +7, Ref +7, Will +11
AB: S 21, D 14, Cn 19, I 16, W 19, Ch 18
SK/F: Lis +13, Spot +13; Bluff +18, Conc +18 (+22 cast def), S Mot +18, Spell +17; Dodge
SPELLS: Known (5/7/7/7/6) 4th—*cure crit, holy smite* (DC 18); 3rd—*disp mag, light of Venya** (30 ft., up to 2 rays, 2d6/4d6 to undead, +9 rg tch), *lgt bolt* (DC 17); 2nd—*battering ram** (45 ft., 1d6, bull rush as M, Str 30), *det thgts* (DC 16), *l restor, scorch ray* (+9 rg tch); 1st—*cure lt, div favor, exp retr, mag armor, mag missile*; 0—*cure min, daze* (DC 14), *det mag, light, mag hand, op/cl, ray frost* (+9 rg tch), *r mag*
CR: 10
**Spell Compendium*

D&D ROLEPLAYING STATS Illus. Jeffrey Carlisle

KALASHTAR* BODYGUARD: LG M Humanoid (Kalashtar, Psionic**) Skf7**



HD: 7 (64 hp) **INIT:** +6
AC: 16 (T 12, FF 16) **SPD:** 40 ft.
ATK: Mind blade +10 (1d10+6/19–20, magic); **or**
mind blade +9 rg (1d10+5/19–20, magic)
SA/SQ: Align mind blade† (free: 1 pp, good), kalashtar traits*, lucky wpn** (reroll atk 1/day), psychic strike** +2d8 (move action, living nonmindless), racial sub levels† (1st, 6th), stand fast† (+2 AC if move no more than 5 ft.)
SV: Fort +5, Ref +7, Will +5 **AB:** S 16, D 14, Cn 16, I 13, W 11, Ch 11
SK/F: Lis +5, Spot +10; Autohypnosis** +7, Conc +8, Hide +12, Jump +12, M Sil +12; Cbt Expert, Dodge
SPELLS: (Psi-Like Abilities; ML 3rd) 1/day—*mindlink***
POSS: Leather, *gloves Dex +2, eyes of expanded vision*** (+1 Spot, –2 against gazes, only +1 atk against flanked wearer) **CR:** 7

**Eberron™ Campaign Setting*; ***Expanded Psionics Handbook*: Skf = soulknife class; †*Races of Eberron*

D&D ROLEPLAYING STATS Illus. Steve Prescott

LARGE GOLD DRAGON* (JUVENILE): LG L Dragon (Fire)

10/60 ★ Illus. Ralph Horsley

VALIANT CAVALRY: LG M Humanoid (Human) Ftr6

HD: 6 (55 hp) **INIT:** –1
AC: 18 (T 9, FF 18) **SPD:** 40 ft. (mounted); base 20 ft.
ATK: Spear +10 (1d8+5/×3) *and*
warhorse bite +1 (1d4+2); **or**
spear +10/+5 (1d8+5/×3) *and* 2 warhorse hooves +6 (1d6+4) *and* warhorse bite +1 (1d4+2)
SA/SQ: Low-light (warhorse), scent (warhorse)
SV: Fort +8, Ref +1, Will +5
AB: S 14, D 8, Cn 16, I 10, W 13, Ch 12
SK/F: Lis +5 (warhorse), Spot +4 (warhorse); H Animal +10, Intim +10, Ride +10; Endur, Indomitable Soul* (roll twice on saves fear, mind-affecting), Mt Cbt, Pow Atk, Ride-By Atk
POSS: *+1 chainmail, +1 hvy steel shld,* mwk longspear, mwk chainmail barding, military saddle and harness, hvy warhorse mount (AC 19, 30 hp)
CR: 6
**Player's Handbook II*

D&D ROLEPLAYING STATS Illus. Ron Spencer

RAISTLIN MAJERE*: N M Humanoid (Human) Trans5/Whs1*

HD: 6 (29 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 30 ft.
ATK: Staff +4 (1d6, magic)
SA/SQ: Moon magic* (+1 to CL and spell DCs when moon favorable [High Sanction], –1 when not [Low Sanction])
SV: Fort +2, Ref +4, Will +8
AB: S 10, D 16, Cn 12, I 17, W 14, Ch 10
SK/F: Lis +6, Spot +6; Conc +10 (+14 cast def), Intim +4, Spell +13
SPELLS: (CL 6th; trans 7th) 3rd—*disp mag,* emp *mag missile, Palin's pyre** (40 ft., 6 5-foot squares, 3d6 fire), *fly;* 2nd—*b's endurance, crackling sphere** (as *fl sphere,* but 3d4 elec; DC 15), *hold per* (DC 15), *res energy, scorch***(line, 30 ft., 3d8 fire, DC 15); 1st—*exp retr, mag armor, ray enfeeble* (+5 rg tch), *shld, sleep* (DC 14); 0—*acid spl* (+5 rg tch), *mag hand, r mag, tch fatigue* (2; +2 tch, DC 13)
POSS: *Staff of Magius**, *am health +2, wand mag missile, 2 pot cure lt* **CR:** 6
**Dragonlance® Campaign Setting*: Whs = Wizard of High Sorcery prestige class
***Spell Compendium*

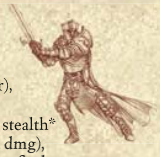
D&D ROLEPLAYING STATS Illus. Ralph Horsley

LARGE GOLD DRAGON (JUVENILE): LG L Dragon (Fire)

HD: 17 (178 hp) **INIT:** +0
AC: 25 (T 9, FF 25) **SPD:** 60 ft., F 200 ft. (Pr), S 60 ft.
ATK: Bite +25 (2d6+9) *and*
2 claws +23 (1d8+4) *and*
2 wings +23 (1d6+4) *and*
tail slap +23 (1d8+13)
SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; alt form 3/day (M animal or humanoid), breath wpn 1/1d4 rds (cone, 40 ft., 8d10 fire, Ref 22 half **or** 4 Str dmg, Fort 22 neg), imm fire, paral, and sleep, reach 10 ft. (bite), vuln cold, wtr breath
SV: Fort +14, Ref +10, Will +14 **AB:** S 29, D 10, Cn 19, I 18, W 19, Ch 18
SK/F: Lis +24, Spot +24; Conc +15, Dipl +13, Disg +21, Intim +24, Jump +21, Srch +24, S Mot +24, Spell +13, Swim +28; Cleave, Cbt Expert, Flyby Atk, Pow Atk, Wingover
SPELLS: Known (6/6; CL 3rd) 1st—*mag missile, ray enfeeble* (+16 rg tch), *sleep* (DC 15); 0—*arc mark, daze* (DC 14), *det mag, r mag, tch fatigue* (+25 tch; DC 14)
(Spell-Like Abilities; CL 17th) 3/day—*bless* **CR:** 11

D&D ROLEPLAYING STATS

SHADOWBANE INQUISITOR: LG M Humanoid (Human) Rog2/Pal4/Sbi2*



HD: 8 (60 hp) **INIT:** +0
AC: 22 (T 11, FF 22) **SPD:** 20 ft.
ATK: Sword +12/+7 (2d6+5/19–20, magic)
SA/SQ: Aura of courage (fearless; allies within 10 ft., +4 saves fear), *det evil,* evasion, imm disease, lay on hands 8, pierce shadows*
(1 turn use: bright light, 30-ft. radius around self, 20 min.), sacred stealth* (swift, lose 1 spell: +4 Hide, M Sil, 3 min.), smite 1/day (+2 atk, +2 dmg), smite evil 1/day (+2 atk, +4 dmg), sneak atk +1d6, trap sense +1, trapfinding, turn undead 5/day (+4, 2d6+3, 1st)
SV: Fort +10, Ref +6, Will +4 **AB:** S 16, D 10, Cn 14, I 8, W 12, Ch 14
SK/F: Lis +8, Spot +8; Dipl +4, D Dev +4, Hide +1, M Sil +1, Srch +4, S Mot +9; Cleave, Devoted Inquisitor* (if hit w/ sneak atk and smite, daze 1 rd; Will 16 neg), Pow Atk
SPELLS: (CL 4th) 1st—*resurgence*** (tch; extra save against ongoing effect)
POSS: *+2 full plate, ring prot +1, +1 greatsword,* scroll *bless wpn,* scroll *iron silence** (no armor penalty Hide, M Sil) **CR:** 8

**Complete Adventurer*: Sbi = shadowbane inquisitor prestige class; ***Spell Compendium*

D&D ROLEPLAYING STATS Illus. Ralph Horsley

GREYHAWK CITY MILITIA SERGEANT: NG M Humanoid (Human) War4

HD: 4 (22 hp) **INIT:** +1
AC: 15 (T 10, FF 15) **SPD:** 30 ft.
ATK: Halberd +8 (1d10+4/×3)
SV: Fort +6, Ref +1, Will +0
AB: S 16, D 10, Cn 14, I 13, W 8, Ch 12
SK/F: Lis +2, Spot +2; Intim +8, Jump +4, Ride +7; Cbt Expert, Imp Trip, Pow Atk
POSS: *+1 chain shirt,* mwk halberd, *pot cure mod*
CR: 3

D&D ROLEPLAYING STATS Illus. David Griffith

DARKMANTLE: N S Magical Beast

HD: 1 (6 hp) **INIT:** +4
AC: 17 (T 11, FF 17) **SPD:** 20 ft., F 30 ft. (Pr)
ATK: Slam +5 (1d4+4)
SA/SQ: Blindsight 90 ft.; constrict 1d4+4, dark 1/day (as spell, CL 5th), imp grab (L or smaller, slam, constrict)
SV: Fort +3, Ref +2, Will +0
AB: S 16, D 10, Cn 13, I 2, W 10, Ch 10
SK/F: Lis +5, Spot 5; Hide +10
CR: 1

D&D ROLEPLAYING STATS Illus. Ron Spencer

Digester: N M Magical Beast

HD: 8 (68 hp) **INIT:** +6
AC: 17 (T 12, FF 15) **SPD:** 60 ft.
ATK: Claw +11 (1d8+4)
SA/SQ: Darkvision 60 ft., low-light, scent; acid spray 1/1d4 rds (cone, 20 ft., 4d8 acid **or** 1 target, 5 ft., 8d8 acid; Ref 17 half), imm acid
SV: Fort +9, Ref +10, Will +3
AB: S 17, D 15, Cn 17, I 2, W 12, Ch 10
SK/F: Lis +6, Spot +6; Hide +9, Jump +21
CR: 16

Dire Tiger: N L Animal

HD: 16 (120 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 40 ft.
ATK: 2 claws +20 (2d4+8) *and* bite +14 (2d6+4)
SA/SQ: Low-light, scent; imp grab (bite, grp +24; rake), pounce (full atk when charging, rake), rake 2d4+4
SV: Fort +13, Ref +12, Will +11
AB: S 27, D 15, Cn 17, I 2, W 12, Ch 10
SK/F: Lis +7, Spot +8; Hide +7 (+11 tall grass/undergrowth), Jump +14, M Sil +11, Swim +10; Run
CR: 8

Giant Eagle: NG L Magical Beast

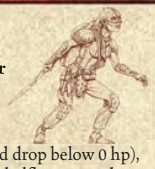
HD: 4 (26 hp) **INIT:** +3
AC: 15 (T 12, FF 12) **SPD:** 10 ft., F 80 ft. (Av)
ATK: 2 claws +7 (1d6+4) *and* bite +2 (1d8+2)
SA/SQ: Low-light; evasion
SV: Fort +5, Ref +7, Will +3
AB: S 18, D 17, Cn 12, I 10, W 14, Ch 10
SK/F: Lis +6, Spot +15; S Mot +4, Surv +3; Flyby Atk
CR: 3
ECL: 6

Greater Basilisk*: N L Magical Beast

HD: 12 (114 hp) **INIT:** –2
AC: 16 (T 6, FF 16) **SPD:** 20 ft.
ATK: Bite +19 (2d6+11)
SA/SQ: Darkvision 60 ft., low-light; petrifying gaze (30 ft., turn to stone permanently; Fort 17 neg)
SV: Fort +14, Ref +6, Will +5
AB: S 24, D 6, Cn 19, I 2, W 12, Ch 12
SK/F: Lis +7, Spot +8; Hide +0 (+4 natural settings); B-Fight
CR: 7

*Advanced to 12 HD

Halfling Tombseeker: CG S Humanoid (Halfling) Rog5/Tac4*



HD: 9 (52 hp) **INIT:** +4
AC: 18 (T 15, FF 18) **SPD:** 30 ft.
ATK: Spear +7/+2 (1d6+2/×3, magic) *and* pick +10 (1d3/×4); **or** spear +9/+4 (1d6+2/×3, magic)
SA/SQ: Acrobatic charge* (charge diff terrain), agile fighting* (+2 AC/+3 AC fight def or total def, no AC penalty kneeling or prone), def roll 1/day (Ref save for half dmg from atk that would drop below 0 hp), evasion, fast acrobatics* (no penalties on fast Bal, Climb, Tmbl), halfling traits, kip up* (free: stand from prone, no AoO), skill mastery (take 10 Bal, Climb, Tmbl under stress), slow fall 30 ft., sneak atk +3d6, steady stance* (never FF on Bal, Climb; +4 Bal/Climb checks when damaged), trap sense +1, trapfinding, uncanny dodge
SV: Fort +5, Ref +13, Will +3 **AB:** S 12, D 18, Cn 14, I 12, W 10, Ch 8
SK/F: Lis +10, Spot +8; Bal +18, Climb +15, Esc +16, Hide +20, Jump +22, M Sil +18, Tmbl +18; Dive for Cover* (reroll failed Ref save), Dodge
POSS: *+1 leather, +1 spear,* mwk lt pick, *boots str/spr, pot cure mod, rope climb*
CR: 9 **Complete Adventurer:* Tac = thief-acrobat prestige class

Hierophant of the Seventh Wind: CG M Humanoid (Human) Drd13/Hph3*

HD: 16 (140 hp) **INIT:** +0
AC: 18 (T 12, FF 18) **SPD:** 30 ft.
ATK: +14/+9/+4 (1d6+4, magic plus 1d6 acid)
SA/SQ: A thousand faces, imm poison, nature sense, resist nature's lure, shapeshift** at will (swift: aerial, ferocious slayer, forest avenger, predator), trackless step, wild emp +17 (+13 magical beasts), woodland stride
SV: Fort +15, Ref +7, Will +15 **AB:** S 14, D 10, Cn 18, I 8, W 18, Ch 16
SK/F: Lis +4, Spot +9; Conc +14 (+18 cast def), H Animal +18, Surv +14; Aug Summ, Imbued Summoning** (summoned creature benefits from tch spell), Leader 21
SPELLS: (CL 13th) 6th—*extract water elemental*† (55 ft., 13d6, summ water elemental if kills target; DC 20), *gr disp mag*; 5th—*call lgt storm* (DC 19), *cure crit*; 4th—*cure ser, flame str* (DC 18), *ice storm, spark of life*† (+13 tch), *stoneskin*; 3rd—*legion's mag fang* (2), *neut poison, prot energy* (2); 2nd—*barkskin* (2), *b's endurance, heat metal* (DC 16), *l restor* (2); 1st—*cure lt* (3), *entang, f fire, longstr* (Spell-Like Abilities; CL 16th) 6/day—*air walk, binding winds*† (DC 22)
POSS: *+4 leather, ring prot +2, +1 corrosive*†† *earth elemental power*†† *quarterstaff* (summ L elemental 1/day, 11 rds), *am health +4, cloak Cha +4* **CR:** 16

*Hph = hierophant prestige class; ***PH II:* druid alt class feature; †*Spell Compendium*; ††*DMG II*

Verdant Reaver*: N L Plant

HD: 6 (63 hp) **INIT:** +0
AC: 16 (T 9, FF 16) **SPD:** 30 ft.
ATK: 2 slams +8 (1d8+5)
SA/SQ: Low-light; plant traits, reach 10 ft., verdant rend 1d8+7 (2 slams, target in verdant growth), verdant growth* (adjacent squares diff terrain), vuln fire, woodland stride (as drd)
SV: Fort +11, Ref +2, Will +2
AB: S 20, D 10, Cn 22, I 6, W 10, Ch 6
SK/F: Lis +5, Spot +4; Cleave, Pow Atk, Powerful Charge*
CR: 5

**Monster Manual V*

Warpriest of Vandria: CN Humanoid (Elf) Clr7/Wrp3*

HD: 10 (71 hp) **INIT:** +1
AC: 21 (T 12, FF 20) **SPD:** 20 ft.
ATK: Sword +11/+6 (2d6+2/19–20, magic, ghost touch)
SA/SQ: Low-light; elf traits, inflame* +2 (full rd, +2 saves charm and fear, 8 min.), rally* (60 ft., other allies reroll fear save at +3), turn undead 4/day (+5, 3d6+11, 10th)
SV: Fort +11, Ref +5, Will +11
AB: S 12, D 13, Cn 14, I 10, W 18, Ch 13
SK/F: Lis +6, Spot +6; Conc +9 (+13 cast def), Dipl +8, Srch +2, Spell +6; Dodge, Leader 11
SPELLS: (CL 8th) 4th—*div pow, holy smite, neut poison*; 3rd—*disp mag, prayer, sear lgt* (3, +9 rg touch); 2nd—*aid, align wpn, c's grace, l restor, spirit wpn*; 1st—*bless* (2), *disr und* (+9 rg touch), *prot evil, shld faith* (2). Domains: Glory*, Protection, War
SPELLS: (Spell-Like Abilities; CL 8th) 1/day—*mass cure lt*
POSS: *+1 mithral full plate, ring prot +1, +1 ghost touch greatsword, cloak resist +1*
CR: 10 **Complete Divine:* Wrp = warpriest class

Wild Mage: CG M Humanoid (Human) Sor5/Wld2*

HD: 7 (29 hp) **INIT:** +6
AC: 14 (T 12, FF 12) **SPD:** 30 ft.
ATK: Staff +3 (1d6–1)
SA/SQ: Wild magic* (CL –3, +1d6 when casting), random deflector* 1/day (immed: redirect ranged atks and targeted spells to random target within 20 ft., incl self)
SV: Fort +2, Ref +6, Will +5 **AB:** S 8, D 14, Cn 13, I 10, W 12, Ch 18
SK/F: Lis +1, Spot +1; Conc +6, Spell +6, Use Mag Dev +8
SPELLS: Known (5/7/7/6; CL 4th + 1d6) 3rd—*disp mag, hailstones*** (5d6 cold, 1 stone/5 CL; +5 rg tch); 2nd—*fireburst*** (10-ft.-radius from caster, 5d8 fire; DC 17), *ice knife*** (2d6 cold + 2 Dex; +5 rg tch +2/CL; DC 17), *invis*; 1st—*exp retr, grease, mag missile, ray enfeeble* (+5 rg tch), *shld*; 0—*acid spl* (+5 rg tch), *daze* (DC 14), *det mag, light, ray frost* (+5 rg tch), *read mag, tch fatigue* (+2 tch, DC 14)
POSS: *Bracers armor +2,* mwk quarterstaff, *cloak Cha +2,* scroll *forcewave*** (swift: bull rush creatures within 10 ft.), *wand mag armor* **CR:** 7
**Complete Arcane:* Wld = wild mage prestige class; ***Spell Compendium*

Wulfgar: CG M Humanoid (Human) Bbn16

25/60 ★ Illus. Jim Nelson

Assassin: LE M Humanoid (Human) Rog5/Asn4

HD: 9 (61 hp) **INIT:** +7
AC: 19 (T 14, FF 19) **SPD:** 30 ft.
ATK: Sword +8/+3 (1d8+3/19–20, magic) *and* dagger +8 (1d4+1/19–20); **or** sword +10/+5 (1d8+3/19–20, magic)
SA/SQ: +2 saves poison, death atk (Fort 15 neg), evasion, imp uncanny dodge, sneak atk +5d6, trap sense +1, trapfinding
SV: Fort +5, Ref +11, Will +2
AB: S 14, D 16, Cn 16, I 13, W 10, Ch 8
SK/F: Lis +10, Spot +10; Bal +15, Bluff +11, Disg +11 (+13 acting), Hide +15, Intim +11, Jump +12, M Sil +13, Tmbl +15; Dodge
SPELLS: Known (2/4) 2nd—*alter self, invis, pass w/o trace*; 1st—*disg self, f fall, jump, tr strike*
POSS: *+1 studded, ring prot +1, +1 longsword,* mwk dagger, *am health +2, pot cure mod*
CR: 9

Dread Wraith: LE L Undead (Incorporeal)

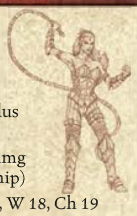
HD: 16 (104 hp) **INIT:** +13
AC: 25 (T 25, FF 16) **SPD:** F 60 ft. (Pf)
ATK: Incorporeal tch +16 (2d6 plus Con drain)
SA/SQ: Darkvision 60 ft., lifesense 60 ft. (as blindsight and *deathwatch*, living only); create spawn (humanoid: wraith, 1d4 rds), Con drain (1d8, wraith gains 5 hp; Fort 25 neg), daylight powerlessness, incorporeal traits, reach 10 ft., undead traits, unnatural aura
SV: Fort +5, Ref +14, Will +14
AB: S —, D 28, Cn —, I 17, W 18, Ch 24
SK/F: Lis +25, Spot +25; Hide +24, Intim +26, Srch +22, S Mot +23; B-Fight, Cbt Reflex, Dodge, Mobil, Spring Atk
CR: 11

Wulfgar: CG M Humanoid (Human) Bbn16

HD: 16 (174 hp) **INIT:** +2
AC: 20 (T 12, FF 20) **SPD:** 30 ft.
ATK: Maul +26/+21/+16/+11 (1d10+11/×3, magic); **or** maul +23 rg (1d10+9/×3, magic)
SA/SQ: DR 4/—, gr rage 5/day (10 rds: +6 Str, +6 Con, +3 Will, –2 AC), imp uncanny dodge, trap sense +5
SV: Fort +16, Ref +9, Will +8
AB: S 20, D 15, Cn 18, I 13, W 12, Ch 13
SK/F: Lis +10, Spot +10; Climb +15, H Animal +6, Intim +20, Jump +16, Ride +4, Surv +20, Swim +5; Hurling Charge** (thrown atk against target of charge), Intimidating Rage* (free: demoralize foe within 30 ft., shaken for duration of rage), Pow Atk, Pow Throw** (Pow Atk on thrown atk), Quick Dr
POSS: *+5 hide, Aegis-Fang (+4 throwing returning maul†), cape of winter††, boots str/spr*
CR: 18

**Miniatures Handbook;* ***Complete Adventurer;* †*Complete Warrior;* ††*Magic of Faerûn*

Aspect of Loviatar*: LE M Outsider (Evil, Extraplanar, Lawful)



HD: 12 (114 hp) **INIT:** +4
AC: 24 (T 14, FF 20) **SPD:** 40 ft.
ATK: Scourge +16/+11/+6 (1d8+5/19–20, magic plus 1d6 cold plus 1 Con) *and* whip +15 (1d3+5, nonlethal); **or** scourge +18/+13/+8 (1d8+5/19–20, magic plus 1d6 cold plus 1 Con)
SA/SQ: Darkvision 60 ft.; aura of pain (10 ft., living only, +1d6 dmg from melee atk), DR 5/epic, imm cold and pain, reach 15 ft. (whip)
SV: Fort +13, Ref +12, Will +12 **AB:** S 19, D 19, Cn 20, I 14, W 18, Ch 19
SK/F: Lis +19, Spot +19; Bluff +19, Climb +18, Conc +20, Intim +21, Jump +22, S Mot +19; Cbt Reflex
SPELLS: (Spell-Like Ability; CL 12th) 1/day—*ripping pain* (210 ft., paralysis, living only; DC 18, 2d6 dmg if fail, can attempt save again next rd)
POSS: *+1 leather, +1 frost wounding scourge***, *+1 whip*
CR: 9
*New creature; ***Complete Warrior*

Bluespawn Ambusher*: LE M Magical Beast (Dragonblood*)

HD: 4 (30 hp) **INIT:** +0
AC: 18 (T 10, FF 18) **SPD:** 20 ft., B 20 ft.
ATK: 2 claws +8 (1d8+4) *and* gore +6 (1d6+2)
SA/SQ: Darkvision 60 ft., low-light, tremorsense 60 ft.; elec burst* 1/1d4 rds (10-ft. radius, 4d6 elec, Ref 16 half), Tiamat's blessing* (elec) (spawn of Tiamat within 5 ft. gain imm elec)
SV: Fort +6, Ref +4, Will +3
AB: S 19, D 10, Cn 14, I 3, W 14, Ch 13
SK/F: Lis +4, Spot +4; Climb +7
CR: 4

**Monster Manual IV*

Exarch of Tyranny: LE M Humanoid (Human) Cru8*

HD: 8 (65 hp) **INIT:** +1
AC: 20 (T 11, FF 20) **SPD:** 20 ft.
ATK: Axe +10/+5 (1d8+5/×3, magic) *and* mace +9 (1d8+2); **or** axe +14/+9 (1d8+7/×3, magic)
SA/SQ: Furious counterstrike* (bonus on atk/dmg = dmg pool/5; max +3), steely resolve* (delay up to 15 dmg 1 rd, add to dmg pool), zealous surge* 1/day (reroll 1 save)
SV: Fort +8, Ref +3, Will +3 **AB:** S 18, D 12, Cn 14, I 8, W 10, Ch 13
SK/F: Lis +0, Spot +5; Conc +13, Intim +13; Cleave, Pow Atk
SPELLS: Maneuvers* Known (5 readied): 4th—divine surge (+8d8 dmg), white raven strike (+4d6 dmg, target flat-footed); 3rd—revitalizing strike (heal 3d6+8 on hit); 2nd—battle leader's charge (provoke no AoO charging, +10 dmg), foehammer (+2d6 dmg, ignore DR); 1st—charging minotaur (2d6+4 dmg, charging bull rush), douse the flames (cancel target's AoO 1 rd), vanguard strike (on hit, allies get +4 atk against target) Stances* Known: 3rd—thicket of blades (AoO against any move); 2nd—roots of the mountain (+10 against bull rush, trip; DR 2/—); 1st—martial spirit (heal 2 hp/hit)
POSS: *+1 full plate, +1 battleaxe,* mwk heavy mace, *gauntlets ogre pow* **CR:** 8
**Book of Nine Swords:* Cru = crusader class

GREATER BARGHEST: LE L Outsider (Evil, Extraplanar, Lawful, Shapechanger)

HD: 9 (67 hp) **INIT:** +6
AC: 20 (T 11, FF 18) **SPD:** 40 ft.
ATK: Bite +13 (1d8+5, evil, lawful, magic) *and* 2 claws +8 (1d6+2, evil, lawful, magic)
SA/SQ: Darkvision 60 ft., scent; change shape (L goblinoid [no natural wpns] or dire wolf), DR 10/ magic, feed (+1 HD/Str/Con/AC per 3 humanoids slain; consume corpse full-rd)
SV: Fort +9, Ref +8, Will +10
AB: S 20, D 15, Cn 16, I 18, W 18, Ch 18
SK/F: Lis +16, Spot +16; Bluff +16, Climb +17, Conc +15 (+19 cast def), Hide +10 (+14 dire wolf), Intim +18, Jump +23, M Sil +14, S Mot +16, Surv +16, Tmbl +16; Cbt Reflex, Track
SPELLS: (Spell-Like Abilities; CL 9th) At will—*invis sphere*; 1/day—*mass b's strength, mass enl*
CR: 5

GREENSPAWN ZEALOT*: LE M Monstrous Humanoid (Dragonblood*)

HD: 6 (45 hp) **INIT:** +4
AC: 21 (T 10, FF 21) **SPD:** 20 ft.
ATK: Mace +10/+5 (1d8+3)
SA/SQ: Darkvision 60 ft.; fav enemy* (as rgr, humans +2), imm acid, touch of Tiamat* 18 hp/day (+9 tch: harm enemy and heal ally within 30 ft. same amount; Will 16 half), will of Tiamat* (+2 save when adjacent to greenspawn zealot), zealotry* 1/day (immed: reroll 1 save)
SV: Fort +5, Ref +5, Will +8
AB: S 16, D 11, Cn 16, I 10, W 12, Ch 12
SK/F: Lis +1, Spot +10; S Mot +10
POSS: Banded mail, hvy steel shld, hvy mace
CR: 5
ECL: 8

**Monster Manual V*

HOBGOBLIN MARSHAL: NE M Humanoid (Goblinoid) Ftr1/Msh2*

HD: 3 (25 hp) **INIT:** +0
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Sword +6 (1d10+2/19–20); **or** shield bash +4 (1d6+2)
SA/SQ: Darkvision 60 ft.; major aura* (swift, allies within 60 ft.: motivate urgency [spd +5 ft.]), minor aura* (swift, allies within 60 ft.: force of will [+2 Will saves])
SV: Fort +7, Ref +3, Will +4
AB: S 15, D 12, Cn 14, I 8, W 13, Ch 14
SK/F: Lis +3, Spot +3; Dipl +5, Intim +8, M Sil +1
POSS: Mwk scale mail, mwk bastard sword, mwk spiked hvy steel shld, *pot cure mod*
CR: 3
ECL: 4

**Miniatures Handbook:* Msh = marshal class

ICE MEPHIT: N S Outsider (Air, Cold, Extraplanar)

HD: 3 (13 hp) **INIT:** +7
AC: 18 (T 14, FF 15) **SPD:** 30 ft., F 50 ft. (Pf)
ATK: 2 claws +4 (1d3, magic plus 1d4 cold)
SA/SQ: Darkvision 60 ft.; breath wpn 1/1d4 rds (cone, 10 ft.: 1d4 cold, –4 AC, –2 atk; Ref 12 half dmg, neg others), DR 5/magic, imm cold, fast heal 2 (touching ice or freezing temp), vuln fire
SV: Fort +3, Ref +6, Will +3
AB: S 10, D 17, Cn 10, I 6, W 11, Ch 15
SK/F: Lis +6, Spot +6; Bluff +8, Esc +9, Hide +13, M Sil +9; Dodge
SPELLS: (Spell-Like Abilities; CL 3rd) 1/hr—*mag missile*; 1/day—*chill mtl* (DC 14; CL 6th), *summ mephit* (ice, 25%)
CR: 3
EL: 6

KOBOLD TRAPMAKER: LE S Humanoid (Reptilian) Exp4

HD: 4 (14 hp) **INIT:** +2
AC: 16 (T 13, FF 14) **SPD:** 30 ft.
ATK: Spear +2 (1d4–2); **or** crossbow +6 (1d6/19–20)
SA/SQ: Darkvision 60 ft.; light sensitivity
SV: Fort +1, Ref +5, Will +6
AB: S 6, D 15, Cn 10, I 16, W 14, Ch 8
SK/F: Lis +9, Spot +9; Craft (trapmaking) +15, D Dev +12, Esc +9 (+11 bindings), Hide +6, Srch +12, Surv +9, Tmbl +5, Use Rope +9
POSS: Leather, lt crossbow w/ 10 bolts, shortspear, *pot cure lt*, mwk thieves' tools, 2 tanglefoot bags, 3 smoke pellets
CR: 1

LADY VOL: LE M Undead (Aug Dragon) Sor16

HD: 16 (120 hp) **INIT:** +1
AC: 23 (T 14, FF 22) **SPD:** 30 ft., F 30 ft. (Av)
ATK: Staff +16/+11 (1d6+10, magic) *and* bite +8 (1d6+2, magic); **or** 2 claws +13 (1d4+5, magic plus paral) *and* bite +8 (1d6+2, magic)
SA/SQ: AP 12*; darkvision 60 ft., low-light; +4 turn resist, DR 15/bludg and magic, breath wpn 1/day (cone, 30 ft., 6d8 acid, Ref 17 half), fear aura (60-ft.-radius, as *fear*, CL 16th; Will 24 neg), imm acid, cold, elec, pmorph, and sleep, paral (perm, Fort 24 neg), elf traits, undead traits
SV: Fort +5, Ref +6, Will +13 **AB:** S 20, D 12, Cn —, I 22, W 16, Ch 24
SK/F: Lis +13, Spot +13; Bluff +16, Conc +19 (+23 cast def), Hide +9, Intim +14, M Sil +9, Srch +8, S Mot +11, Spell +22
SPELLS: Known 1/2/3/4/4/4/5/5/9 (3/6/7/7/7/8/8/8/6 per day) incl 8th—*horr wilt* (DC 24); 7th—*fing death* (2); 6th—*gr disp mag* (2); 5th—*orb of dancing death*** (65 ft., 5 rds, +9 rg tch, 1 neg lvl, switch target as move action); 4th—*forcewave*† (swift: bull rush creatures within 10 ft.); 3rd—*disp mag, flashburst*† (1,040 ft., 20-ft. burst, blind 2d8 rds, DC 19; dazzled 1 rd on save); 1st—*mag armor*††
POSS: *Ring prot +3, +3 staff necro* (40 charges), *cloak Cha +6, 2 pot infl mod, wand mag armor*†† (22 charges), *wand fear* (39 charges) **CR:** 20 **ECL:** 23

*EBERRON™ *Campaign Setting*; ***Magic of Eberron*; †*Spell Compendium*; ††already cast

MEDUSA ARCHER: LE M Monstrous Humanoid

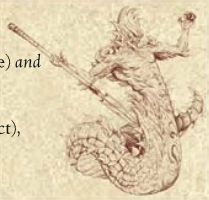
HD: 6 (33 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Dagger +8/+3 (1d4/19–20) *and* snakes +3 (1d4 plus poison); **or** bow +9/+4 rg (1d6+1/×3, magic)
SA/SQ: Darkvision 60 ft.; petrifying gaze (30 ft., turn to stone permanently; Fort 15 neg), poison (Fort 14, 1d6 Str/2d6 Str)
SV: Fort +3, Ref +7, Will +6
AB: S 10, D 15, Cn 12, I 12, W 13, Ch 15
SK/F: Lis +1, Spot +8; Bluff +9, Disg +9, M Sil +8; Pt Blk Shot, Prec Shot
POSS: Dagger, *+1 shortbow* w/ 20 arrows
CR: 7

MIND FLAYER LICH: LE M Undead (Aug Aberration) Wiz7

HD: 15 (97 hp) **INIT:** +6
AC: 21 (T 13, FF 19) **SPD:** 30 ft.
ATK: 4 tentacles +12 (1d4+2, magic plus paral); **or** tentacle +12 tch (1d4+1d8+7 neg plus paral)
SA/SQ: Darkvision 60 ft.; +4 turn resist, DR 15/bludg and magic, extract (all tentacles, kill), fear aura (60-ft.-radius, as *fear*, CL 18th; Will 24 neg), imm cold, elec, and pmorph, imp grab (tentacles, grp +11, up to L; extract), mind blast (cone, 60 ft., stun 3d4 rds, Will 26 neg), paralysis (perm, Fort 24 neg), SR 32, undead traits
SV: Fort +6, Ref +6, Will +18 **AB:** S 14, D 14, Cn —, I 24, W 21, Ch 24
SK/F: Lis +24, Spot +24; Bluff +20, Conc +20 (+24 cast def), Disg +12, Hide +21, Intim +25, M Sil +21, Srch +15, S Mot +24, Spell +19; Spell Pen
SPELLS: (CL 7th) 4th—*E's tentacles*, emp *M's acid arrow* (+12 rg tch); 3rd—*disp mag* (2), emp *mag missile, prot energy*; 2nd—*fog cloud, malevolent miasma** (50 ft., 15-ft.-radius, 5d4 nonlethal; DC 19), *shatter* (DC 19), *tch idiocy* (2; +12 tch), *web* (DC 19); 1st—*disg self, exp retr, grease, ray enfeeble* (+12 rg tch), *shld* (2) (Spell-Like Abilities; CL 8th) At will—*charm mon* (DC 21), *det thgts* (DC 19), *lev, pl shift, suggest* (DC 20)
POSS: *Bracers armor +3, ring prot +1, cloak resist +2, 2 pot cure ser*, scroll *disint*, scroll *fl/stone*
CR: 15 **ECL:** 22

**Spell Compendium*

Noble Salamander: LE L Outsider (Extraplanar, Fire)



HD: 15 (112 hp) **INIT:** +1
AC: 18 (T 10, FF 17) **SPD:** 20 ft.
ATK: Spear +23/+18/+13 (2d6+9/×3, magic plus 1d8 fire) *and* tail slap +15 (2d8+3, magic plus 1d8 fire)
SA/SQ: Darkvision 60 ft.; constrict 2d8+3 plus 1d8 fire, DR 15/magic, imm fire, imp grab (tail, grp +25; constrict), reach 20 ft., vuln cold
SV: Fort +12, Ref +10, Will +11
AB: S 22, D 13, Cn 16, I 16, W 15, Ch 15
SK/F: Lis +20, Spot +20; Bluff +20, Hide +15, Intim +13, M Sil +19, Srch +21; Cleave, Gr Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 15th) 3/day—*b hands* (DC 13), *fball* (DC 15), *fl sphere* (DC 14), *wall fire* (DC 16); 1/day—*disp mag, summ mon VII* (H fire elemental)
POSS: +3 *longspear*
CR: 10

Prisoner: NG M Humanoid (Human) Ftr3

HD: 3 (30 hp) **INIT:** +1
AC: 11 (T 11, FF 10) **SPD:** 30 ft.
ATK: Chain +1 (1d6+3)
SV: Fort +5, Ref +2, Will +2
AB: S 15, D 13, Cn 14, I 10, W 12, Ch 8
SK/F: Lis +1, Spot +4; Climb +8, Jump +8; Cbt Reflex, Dodge, Endur
CR: 2

Skeletal Courser: NE M Undead

HD: 4 (26 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 50 ft. (mounted); base 30 ft.
ATK: Lance +6 (1d8+4/×3) *and* 2 horse hooves +6 (1d6+4) *and* horse bite +1 (1d4+2)
SA/SQ: Darkvision 60 ft.; DR 5/bludg, imm cold, reach 10 ft. (lance), undead traits
SV: Fort +1, Ref +1, Will +4
AB: S 16, D 10, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
POSS: Chain shirt, lt steel shld, mwk lance, skeletal hvy warhorse mount (AC 18, 26 hp), military saddle and harness
CR: 3

Trained Carrion Crawler*: N L Aberration

HD: 6 (39 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft., C 15 ft.
ATK: 8 tentacles +5 (paralysis) *and* bite +0 (1d4+1)
SA/SQ: Darkvision 60 ft., scent; paralysis (2d4 rds, Fort 17 neg)
SV: Fort +4, Ref +4, Will +7
AB: S 14, D 15, Cn 14, I 1, W 15, Ch 6
SK/F: Lis +7, Spot +7; Climb +13; Cbt Reflex, Track
CR: 4

*Advanced to 6 HD

Krenshar: N M Magical Beast

HD: 2 (11 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 40 ft.
ATK: Bite +2 (1d6) *and* 2 claws +0 (1d4)
SA/SQ: Darkvision 60 ft., low-light, scent; scare (as spell, CL 3rd; Will 13 partial, krenshars immune)
SV: Fort +3, Ref +5, Will +1
AB: S 11, D 14, Cn 11, I 6, W 12, Ch 13
SK/F: Lis +3, Spot +1; Hide +4, Jump +9, M Sil +6; Track
CR: 1
ECL: 4

Lifeleech Otyugh*: NE L Aberration

HD: 9 (94 hp) **INIT:** +3
AC: 21 (T 16, FF 18) **SPD:** 40 ft., C 20 ft.
ATK: 4 tentacles +14 (1d8+8) *and* bite +8 (1d6+4)
SA/SQ: Darkvision 60 ft.; constrict 1d8+8, imp grab (tentacle, grp +18; constrict), lifeleech aura* (60-ft. radius; benefits from healing spells as target, excess hp temp), reach 10 ft. (15 ft. tentacle)
SV: Fort +9, Ref +6, Will +12
AB: S 27, D 16, Cn 23, I 7, W 18, Ch 8
SK/F: Lis +10, Spot +10; Climb +16, Hide +3 (+11 lair), Jump +12; Cbt Reflex
CR: 8

**Monster Manual III*

Babau: CE M Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

HD: 7 (66 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 30 ft.
ATK: 2 claws +12 (1d6+5, chaotic, evil) *and* bite +7 (1d6+2, chaotic, evil)
SA/SQ: Darkvision 60 ft.; DR 10/cold iron or good, imm elec and poison, protective slime (1d8 acid to attacker or wpn, melee only; Ref 18 neg), resist acid 10, cold 10, and fire 10, sneak atk +2d6, SR 14
SV: Fort +10, Ref +6, Will +6
AB: S 21, D 12, Cn 20, I 14, W 13, Ch 16
SK/F: Lis +19, Spot +1; Climb +15, D Dev +12, Disg +13, Esc +11, Hide +19, M Sil +19, Open L +11, Srch +20, Slgt Hand +11; Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 7th) At will—*dark, disp mag, see invis, gr tport* (self + 50 lb.); 1/day—*summ tanar'ri* (babau, 40%)
CR: 6

Berserk Flesh Golem: N L Construct

HD: 9 (79 hp) **INIT:** –1
AC: 18 (T 8, FF 18) **SPD:** 30 ft.
ATK: 2 slams +10 (2d8+5)
SA/SQ: Darkvision 60 ft., low-light; berserk (atk nearest living creature; creator can reestablish control if within 60 ft., Cha DC 19), construct traits, DR 5/adamantine, imm magic (cold/fire *slows* 2d6 rds, elec ends *slow* and heals 1 hp/3 dmg), reach 10 ft.
SV: Fort +3, Ref +2, Will +3
AB: S 21, D 9, Cn —, I —, W 11, Ch 1
SK/F: Lis +0, Spot +0
CR: 7

Carnage Demon*: CE M Outsider (Chaotic, Evil, Extraplanar)

HD: 3 (19 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 30 ft.
ATK: 2 slams +8 (1d4+5, chaotic, evil)
SA/SQ: Darkvision 60 ft.; carnage* (melee dmg +1 per other carnage demon within 30 ft. [max +5]), DR 5/silver, imm elec and poison, resist 10 acid, cold, and fire
SV: Fort +7, Ref +3, Will +3
AB: S 20, D 10, Cn 14, I 5, W 6, Ch 6
SK/F: Lis +4, Spot +4; Climb +11, Jump +11, Surv +4
CR: 4

Monster Manual V

Clawborn Scorrow*: CE L Aberration

HD: 10 (75 hp) **INIT:** +7
AC: 21 (T 12, FF 18) **SPD:** 50 ft.
ATK: 2 claws +12 (1d8+5) *and* sting +10 (1d6+2 plus poison); **or** sting +12 (1d6+7 plus poison)
SA/SQ: Darkvision 60 ft., tremorsense 60 ft.; fav enemy* (as rgr; animals, giants, magical beasts +2), poison (Fort 18, 1d6 Con/1d6 Con), scorpion empathy* +11 (as wild emp), SR 21
SV: Fort +6, Ref +6, Will +8
AB: S 21, D 16, Cn 16, I 13, W 13, Ch 12
SK/F: Lis +9, Spot +9; Hide +11, Jump +13, M Sil +15, Surv +12; Track
CR: 7
ECL: 15

Secrets of Xen'drik

Drow Enforcer: CE M Humanoid (Elf) Ftr5

HD: 5 (37 hp) **INIT:** +1
AC: 18 (T 11, FF 17) **SPD:** 30 ft.
ATK: Sword +10 (1d8+6/17–20, magic)
SA/SQ: Darkvision 120 ft.; drow traits, light blindness, SR 16
SV: Fort +5, Ref +2, Will +2
AB: S 16, D 12, Cn 12, I 14, W 13, Ch 10
SK/F: Lis +3, Spot +7; Hide +4, Intim +8, Jump +0, M Sil +4, Srch +4; Cbt Expert, Riposte* (when using Cbt Expert to increase AC, first opponent to miss provokes AoO)
POSS: Elven chain, mwk hvy steel shld, *+1 keen longsword, pot blur, 2 pot cure mod*
CR: 6
ECL: 7

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Gnoll Claw Fighter: CE M Humanoid (Gnoll) Bbn1

HD: 3 (31 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 40 ft.
ATK: 2 claws +6 (1d6+4)
SA/SQ: Darkvision 60 ft.; +1 saves sleep/paral, berserker strength* (whenever hp drop below 5: +4 Str, +2 saves, –2 AC, DR 2/—)
SV: Fort +8, Ref +1, Will +0
AB: S 18, D 12, Cn 17, I 6, W 10, Ch 11
SK/F: Lis +3, Spot +4; Jump +6, Srch –1; Dragontouched**
POSS: Scavenged armor (counts as leather), *pot b's endurance, pot b's strength*
CR: 2
ECL: 4

*Player's Handbook II: Alt class feature; **Dragon Magic*

Cerebrilith*: CE L Outsider (Chaotic, Evil, Extraplanar, Psionic*, Tanar'ri)

HD: 9 (103 hp) **INIT:** +1
AC: 25 (T 10, FF 24) **SPD:** 30 ft.
ATK: Bite +14 (1d8+6, chaotic, evil) *and* 2 claws +9 (1d6+3, chaotic, evil)
SA/SQ: Darkvision 60 ft.; DR 10/good, imm elec and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, PR 20
SV: Fort +13, Ref +7, Will +10
AB: S 22, D 13, Cn 25, I 15, W 18, Ch 21
SK/F: Lis +22, Spot +22; Conc +17, Hide +7, Jump +16, M Sil +11, Psicraft* +14, Srch +12, S Mot +14; Pow Atk, Psi Meditation* (focus as move action), Psi Fist* (expend focus: +2d6 dmg), Unavoidable Strike* (expend focus: melee atk is tch)
SPELLS: (Psi-Like Abilities*; ML 9th) At will—*brain lock* (daze; DC 17), *det psi, ego whip* (2d4 Cha; DC 19), *id insin* (confus, 4 targets; DC 20), *mind trap* (5 rds, drain 1d6 pp from psi attacker); 3/day—*psi dom* (DC 20), *ecto form, mind probe* (DC 20); 1/day—*mind thrust* (9d10; DC 20) (Spell-Like Abilities; CL 9th) At will—*deep dark, desecr, det good, disp good* (DC 20), *gr tport* (self + 50 lb.), *mag circ good, unh blight* (DC 19); 1/day—*summ tanar'ri* (cerebrilith, 35%)
CR: 10 **ECL:** 18

Expanded Psionics Handbook

Dracotaur* Rager: CE L Dragon Bbn4

HD: 7 (86 hp) **INIT:** +2
AC: 20 (T 11, FF 20) **SPD:** 60 ft.
ATK: Axe +11/+6 (2d6+7/×3) / +11 (1d8+3/×3) *and* bite +6 (1d8+3) *and* tail +6 (1d8+10)
SA/SQ: Darkvision 60 ft., low-light; imm paralysis and sleep, rage 2/day (10 rds, Str +4, Con +4, Will +2, AC –2), spit fire* 1/min (+12 rg tch, inc 20 ft.: 2d6 fire, splash 1d4 fire), trap sense +1, uncanny dodge
SV: Fort +12, Ref +6, Will +7
AB: S 24, D 15, Cn 20, I 10, W 12, Ch 12
SK/F: Lis +7, Spot +7; Bal +5, Intim +11, Jump +22, S Mot +7, Spell +6, Surv +9, Swim +9, Use Mag Dev +7; Pow Atk
POSS: Mwk chain shirt, battleaxe, handaxe
CR: 7 **ECL:** 12

Monster Manual III

Frost Giant Jarl: CE L Giant (Cold) Ftr8

HD: 22 (265 hp) **INIT:** –1
AC: 27 (T 8, FF 27) **SPD:** 35 ft.
ATK: Sword +31/+26/+21/+16 (3d6+21/17–20, magic plus 1d6 cold [1d10 cold on crit] plus stun)
SA/SQ: Low-light; imm cold, reach 10 ft., rock catching, stun 2/day (Fort 23 neg), vuln fire
SV: Fort +22, Ref +7, Will +9
AB: S 34, D 8, Cn 24, I 12, W 12, Ch 14
SK/F: Spot +18, Lis +1; Climb +22, Intim +27, Jump +20; Gr Cleave, Imp Overrun, Imp Sunder, Leader 10, Pow Atk, Pow Throw* (Pow Atk on rg atk)
POSS: *+2 full plate, +1 icy burst stunning surge** greatsword, boots str/spr*
CR: 17
ECL: 26

*Complete Adventurer; **Magic Item Compendium*

Kuo-Toa Hunter: NE M Monstrous Humanoid (Aquatic) Rgr1/Bbn1

HD: 4 (31 hp) **INIT:** –1
AC: 17 (T 9, FF 17) **SPD:** 30 ft., S 50 ft.
ATK: Spear +8 (1d8+6/×3) *and* bite +3 (1d4+2); **or** spear +8 rg (1d8+4/×3)
SA/SQ: Darkvision 60 ft., keen sight (see invis); fav enemy (humans +2), imm paral and poison, light blindness, rage 1/day (8 rds; +4 Str, +4 Con, +2 Will, –2 AC), resist elec 10, slippery (imm webs), wild emp +2 (–2 magical beasts)
SV: Fort +6, Ref +4, Will +5
AB: S 18, D 8, Cn 14, I 14, W 14, Ch 12
SK/F: Lis +11, Spot +13; Esc +7, Hide +3, M Sil +4, Srch +6, Surv +6, Swim +12; Track
POSS: Leather, spear, *2 pot cure mod*
CR: 4
ECL: 7

Kuo-Toa Whip: NE M Monstrous Humanoid (Aquatic) Clr4

HD: 6 (43 hp) **INIT:** –1

AC: 15 (T 9, FF 15) **SPD:** 20 ft., S 50 ft.

ATK: Spear +8 (1d8+3/×3, magic plus 1d6 elec)

SA/SQ: Darkvision 60 ft., keen sight (see invis); imm paral and poison, light blindness, lgt bolt 1/1d4 rds (as spell; 2 or more whips within 30 ft., 1d6 elec/whip, Ref 13 + total whips half), rebuke undead 4/day (+3, 2d6+5, 4th), resist elec 10, slippery (imm webs)

SV: Fort +6, Ref +5, Will +12

AB: S 15, D 8, Cn 14, I 12, W 20, Ch 12

SK/F: Lis +11, Spot +11; Esc +7, Conc +6 (+10 cast def), M Sil +4, Srch +6, Spell +5, Swim +10; Leader 8

SPELLS: 2nd—*cure mod, death kn* (+7 tch), *fog cloud, sound bst* (DC 17); 1st—*bane* (DC 16), *bless* (2), *prot good, sanct* (DC 16), *shld faith*; 0—*det mag* (2), *r mag, guid* (2)

POSS: *+1 shock spear, 2 pot cure mod*

CR: 6 **ECL:** 9

Large Chaos Beast*: CN L Outsider (Chaotic, Extraplanar)

HD: 13 (110 hp) **INIT:** +4

AC: 16 (T 9, FF 16) **SPD:** 20 ft.

ATK: 2 claws +19 (1d4+6, chaotic plus corporeal instability)

SA/SQ: Darkvision 60 ft.; corporeal instability (formless: speed 1/4 normal, –4 atk [50% miss chance], can't hold objects, –4 Dex from worn items, –1 Wis/hr [becomes chaos beast at Wis 0], regain form 1 min on Cha 15 chk; Fort 15 neg), imm crits and transformation, SR 15

SV: Fort +12, Ref +10, Will +10

AB: S 22, D 11, Cn 18, I 10, W 10, Ch 10

SK/F: Lis +16, Spot +16; Climb +22, Esc +16, Hide +12, Jump +18, Srch +16, Tmbl +16; Pow Atk

CR: 9

*Advanced to 13 HD

Large Shadow Dragon* (Adult): CE L Dragon

HD: 19 (180 hp) **INIT:** +0

AC: 31 (T 9, FF 31) **SPD:** 80 ft., F 150 ft. (Pr)

ATK: Bite +22 (2d6+4, magic) *and*
2 claws +20 (1d8+2, magic) *and*
2 wings +20 (1d6+2, magic) *and*
tail slap +20 (1d8+6, magic)

SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; breath wpn 1/1d4 rds (cone, 40 ft., 3 neg lvls, Fort 24 removes), DR 5/magic, frightful presence (150 ft., 19 HD or fewer, Will 24 neg), imm energy drain, paral, and sleep, reach 10 ft. (bite), shadow blend* (total conceal in less than full daylight), SR 22

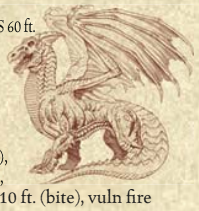
SV: Fort +14, Ref +11, Will +16 **AB:** S 19, D 10, Cn 17, I 20, W 20, Ch 21

SK/F: Lis +25, Spot +25; Conc +15, Dipl +8, Hide +7, Intim +17, Srch +27, S Mot +27, Use Mag Dev +27; B-Fight, Cleave, Flyby Atk, Gr Cleave, Pow Atk, Wingover

SPELLS: Known (5/8/6; CL 5th) 2nd—*invis, res energy*; 1st—*disg self, mag missile, ray enfeeble* (+18 rg tch), *obs mist*
(Spell-Like Abilities; CL 5th) 3/day—*mirr image*; 2/day—*dim door* **CR:** 13

**Draconomicon*

Large White Dragon (Young Adult): CE L Dragon (Cold)



HD: 15 (142 hp) **INIT:** +0

AC: 23 (T 9, FF 23) **SPD:** 60 ft., B 30 ft., F 200 ft. (Pr), S 60 ft.

ATK: Bite +18 (2d6+4, magic) *and*
2 claws +16 (1d8+2, magic) *and*
2 wings +16 (1d6+2, magic) *and*
tail slap +16 (1d8+6, magic)

SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; breath wpn 1/1d4 rds (cone, 40 ft., 5d6 cold, Ref 20 half), DR 5/magic, frightful presence (150 ft., 14 HD or fewer, Will 17 neg), icewalk, imm cold, paral, and sleep, reach 10 ft. (bite), vuln fire

SV: Fort +12, Ref +9, Will +9 **AB:** S 19, D 10, Cn 17, I 8, W 11, Ch 10

SK/F: Lis +18, Spot +18; Hide +14, M Sil +18, Srch +17, Swim +12; Cleave, Flyby Atk, Hover, Pow Atk, Power Dive* (while flying, overrun smaller opponent, cannot be avoided; if knock prone, +1d8+6 dmg)

SPELLS: (Spell-Like Abilities; CL 5th) 3/day—*fog cloud*

CR: 8 **Draconomicon*

Orc Banebreak Rider: CE M Humanoid (Orc) Bbn7

HD: 7 (65 hp) **INIT:** +2

AC: 17 (T 12, FF 17) **SPD:** 40 ft. (mounted); base 30 ft.

ATK: Axe +8/+3 (1d8+4/×3) / +8 (1d8+2/×3) *and*
banebreak gore +14 (2d6+13); **or**
axe +12 (1d8+6/×3) *and*
banebreak gore +14 (2d6+13)

SA/SQ: Darkvision 60 ft., low-light (banebreak); DR 1/—, imp uncanny dodge, light sensitivity, powerful charge 4d6+26 (banebreak), rage 2/day (7 rds; +4 Str, +4 Con, +2 Will, –2 AC), trap sense +2

SV: Fort +7, Ref +4, Will +1 **AB:** S 18, D 15, Cn 14, I 6, W 8, Ch 10

SK/F: Lis +15 (banebreak), Spot +4 (banebreak); H Animal +10, Ride +16; Mount Cbt, Trample

POSS: Mwk breastplate, 2 mwk battleaxes, banebreak mount (warbeast* rhinoceros, AC 16, 103 hp, Powerful Charge), military saddle and harness

CR: 8 **Monster Manual II*

Shadow: CE M Undead (Incorporeal)

HD: 3 (19 hp) **INIT:** +2

AC: 13 (T 13, FF 11) **SPD:** F 40 ft. (Pf)

ATK: Incorporeal tch +3 (1d6 Str)

SA/SQ: Darkvision 60 ft.; +2 turn resist, create spawn (humanoid whose Str drops to 0 becomes shadow, 1d4 rds) incorporeal traits, undead traits

SV: Fort +1, Ref +3, Will +4

AB: S —, D 14, Cn —, I 6, W 12, Ch 13

SK/F: Lis +7, Spot +7; Hide +8 (+12 shadows, +4 bright light), Srch +4; Dodge

CR: 3